L Number	Hits	Search Text	DB	Time stamp
21	54	(interact$4 same cbt) or (interact$4 same 'computer based training')	USPAT; US-PGPUB; IBM_TDB	2002/12/08 14:01
22	47	((interact$4 same cbt) or (interact$4 same 'computer based training')) and (network or distribut$4)	USPAT; US-PGPUB; IBM_TDB	2002/12/08 14:29
23	32	(((interact$4 same cbt) or (interact$4 same 'computer based training')) and (network or distribut$4)) and (dialogue or chat$4 or talk$4)	USPAT; US-PGPUB; IBM_TDB	2002/12/08 14:30
24	34	(((interact$4 same cbt) or (interact$4 same 'computer based training')) and (network or distribut$4)) and (dialogue or chat$4 or talk$4 or voice or vocal)	USPAT; US-PGPUB; IBM_TDB	2002/12/08 14:31
25	33	((((interact$4 same cbt) or (interact$4 same 'computer based training')) and (network or distribut$4)) and (dialogue or chat$4 or talk$4 or voice or vocal)) and video	USPAT; US-PGPUB; IBM_TDB	2002/12/08 14:31
26	31	(((((interact$4 same cbt) or (interact$4 same 'computer based training')) and (network or distribut$4)) and (dialogue or chat$4 or talk$4 or voice or vocal)) and video) and (simulat$4 or emulat$4 or model$4)	USPAT; US-PGPUB; IBM_TDB	2002/12/08 14:32
-	405	interactive near2 dialogue	USPAT; US-PGPUB; IBM_TDB	2002/12/08 14:00
-	298	(interactive near2 dialogue) and network	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:40
-	203	((interactive near2 dialogue) and network) and (server or client or node)	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:40
-	127	(((interactive near2 dialogue) and network) and (server or client or node)) and (simulat$4 or emulat$4 or model$3)	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:43
-	2478	(interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:42
-	298	(interactive near2 dialogue) and network	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:42
-	2133	((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:43
-	1407	(((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:43
-	978	((((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server) and (client or node)	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:43
-	569	(((((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server) and (client or node)) and (simulat$4 or emulat$4 or model$3)	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:43
-	337	((((((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server) and (client or node)) and (simulat$4 or emulat$4 or model$3)) and video	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:46

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-	320	(((((((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server) and (client or node)) and (simulat$4 or emulat$4 or model$3)) and video) and (transfer$4 or transmit$4)	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:48
-	260	(((((((((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server) and (client or node)) and (simulat$4 or emulat$4 or model$3)) and video) and (transfer$4 or transmit$4)) and (audio or visual or audiovisual)	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:49
-	248	(((((((((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server) and (client or node)) and (simulat$4 or emulat$4 or model$3)) and video) and (transfer$4 or transmit$4)) and (audio or visual or audiovisual)) and (character or human or person or icon or display)\	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:49
-	117	(((((((((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server) and (client or node)) and (simulat$4 or emulat$4 or model$3)) and video) and (transfer$4 or transmit$4)) and (audio or visual or audiovisual)) and (character or human or person or icon or display)) and capacity	USPAT; US-PGPUB; IBM_TDB	2002/11/19 13:50
-	248	(((((((((interactive near2 dialogue) or (interactive near2 voice) or (interactive near2 speech) or (interactive near2 speak$4)) and network) and server) and (client or node)) and (simulat$4 or emulat$4 or model$3)) and video) and (transfer$4 or transmit$4)) and (audio or visual or audiovisual)) and (character or human or person or icon or display)	USPAT; US-PGPUB; IBM_TDB	2002/11/19 14:01
-	14	"5006987"	USPAT; US-PGPUB; IBM_TDB	2002/11/19 14:03
-	82	"4445187"	USPAT; US-PGPUB; IBM_TDB	2002/11/19 14:03
-	500	thomson.xa.	USPAT; US-PGPUB; IBM_TDB	2002/12/01 12:28
-	0	thomson.xa. and avitar	USPAT; US-PGPUB; IBM_TDB	2002/12/01 12:28
-	25836	william.xa.	USPAT; US-PGPUB; IBM_TDB	2002/12/01 12:28
-	68	thomson.xa. and william.xa.	USPAT; US-PGPUB; IBM_TDB	2002/12/01 12:31
-	1	(thomson.xa. and william.xa.) and avatar	USPAT; US-PGPUB; IBM_TDB	2002/12/01 12:31

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